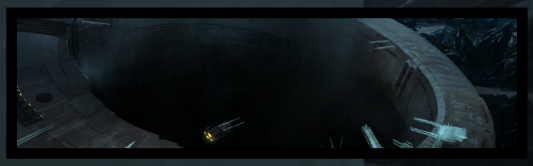
3DTOTAL'S

CONCEPT ART FOR GAMES

3DTOTAL.COM eBOOKS SERIES



CHAPTER 01
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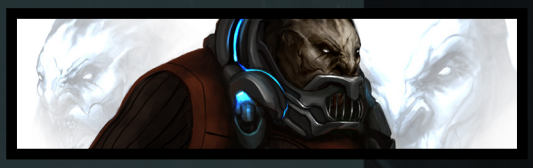
CHAPTER 02
(QYLURQPHQWV 3DUW %\ 7KRPDV 3ULQJOH _ 3DJH



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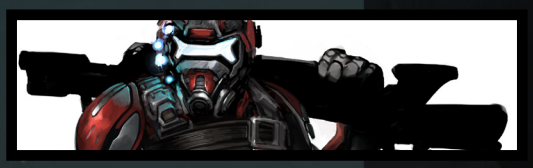

CHAPTER 04
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CHAPTER 05
$FFHVVRULHV 3DUW %\ &UDLJ 6HOODUV _ 3DJH

CHAPTER 06
$FFHVVRULHV 3DUW %\ &UDLJ 6HOODUV _ 3DJH

3DTOTAL'S

CONCEPT ART FOR GAMES

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WXWRULDO VHULHV KDV EHHQ ZULWWHQ E\ VRPH RI WKH ELJJHVW DQG EHVW QDPHV LQ WKH
WDFNOH WKH WKUHH PDLQ DUHDV ZKHUH FRQFHSW ZRUN LV UHTXLUHG HQYLURQPHQWV FK
FUHDWHG D JDPHV EULHI WKHPVHOYHV DQG DUH IUHH WR FUHDWH WKHLU RZQ YLVLRQ RI W
IURP WKH SRLQW RI UHFHLYLQJ WKH EULHI XS XQWLO WKH\ KDYH FUHDWHG D FRPSOHWHG

*DPH W\SH)LUVW SHUVRQ VKRRWHU

*HQUH 6FL ,Year

7KH VHWWLQJ LV (DUWK DQG WKH SULVRQ SODQHW $VWXULD RQ $VWXULD

3ORW VXPPDU\ /H[&UDQH D IRUPHU SROLFH RI¿FHU LV QRZ WKH FKLHI RI VHFXULW\ DW 6N\H *OREDO WKH ODUJHVW PDQXIDFWXUHU RI SKDUPDFHXWLFDOV RQ WKH SODQHW /H[GLVFRYHUV VRPHWKLQJ DERXW WKH FRPSDQ\ KH ZRUNV IRU WKDW KH VKRXOGQ¶W KDYH DQG WKLV VWDUWV D FKDLQ UHDFWLRQ WKDW FDXVHV KLP WR EH ZURQJO\ DFFXVHG IRU WKH PXUGHU RI KLV IDPLO\ DQG D OREDO SROLWLFLDQ +H LV VHQWHQFHG WR OLIH LPSULVRQPHQW RQ WKH SULVRQ SODQHW $VWXULD 2Q WKH SULVRQ SODQHW KH LV FRQVWDQWO\ WDUJHWHG E\ WKH FULPLQDOV WKDW KH SXW WKHUH DOO WKRVH \HDUV DJR DORQJ ZLWK DQ XQNQRZQ HQHP\ ZLWKLQ WKH SULVRQ ZDOOV KLUHG E\ 6N\H *OREDO¶V &(2 /DQFH 6KHSKHUG DQG 6KHSKHUG LV QRZ WKH ULQJOHDGHU VXUURXQGHG LQ D SODFH ZKHUH QRERG\ ZLOO /H[LV WU\LQJ WR HVFDSH IURP WKH SULVRQ SODQHW DQG WR FOHDU KLV QDPH ZKHQ KH FDQ ¿QG WKH HYLGHQFH WR FOHDU KLV QDPH DORQJ WKH ZD\ KH IRUPV XQH[SHFWHG DOOLDQFHV DQG LV GLVDSSRLQWHG E\ VKRFNLQJ EHWUD\DOV

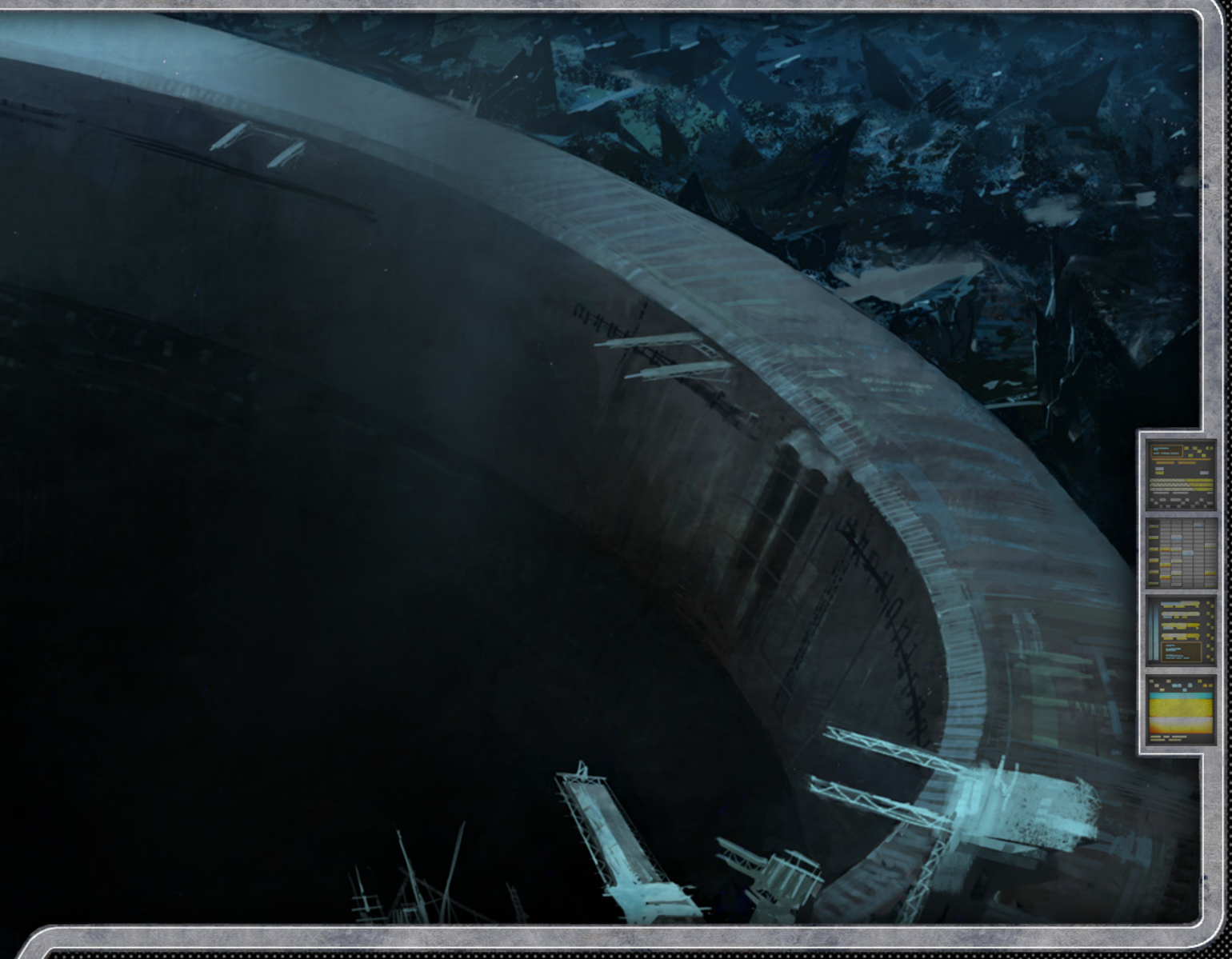
7KH HQYLURQPHQW 7KH VHWWLQJ LV GDUN DQG FROG 7KH JLDQW URFN 7KHUH LV QR PXFK IROLDJH RU YDVW DUH SLWV RI RLO DQG VOXGJH 7KH WHUUDLQ KDV MXWWLQJ RXW VSRUDGLFDOO\ WKURXJKRXW WKH ¿OOHG ZLWK ÀDVKHV RI JUHHQ OLJKWQLQJ ZKLFK 7KHUH LV D JLDQW SULVRQ IDFLOLW\ WKDW KDV EHHQ WKH JLDQW H[WHQW PRVW YLROHQW DQG FULPLQDO PDQXIDFWXUHUV DWWHPSWHG EHFDXVH RI WKH VKHHU IDFW WKDW LW LV SRVVLEOH 7KH H[WUHPHO\ KDUVK FOLPDWH PDNH LW VR WKDW H[LVWV RQ WKH SODQHW FRQ¿QHG WR SULVRQ $W OHDVW WKHUH LV IRRG MDLO

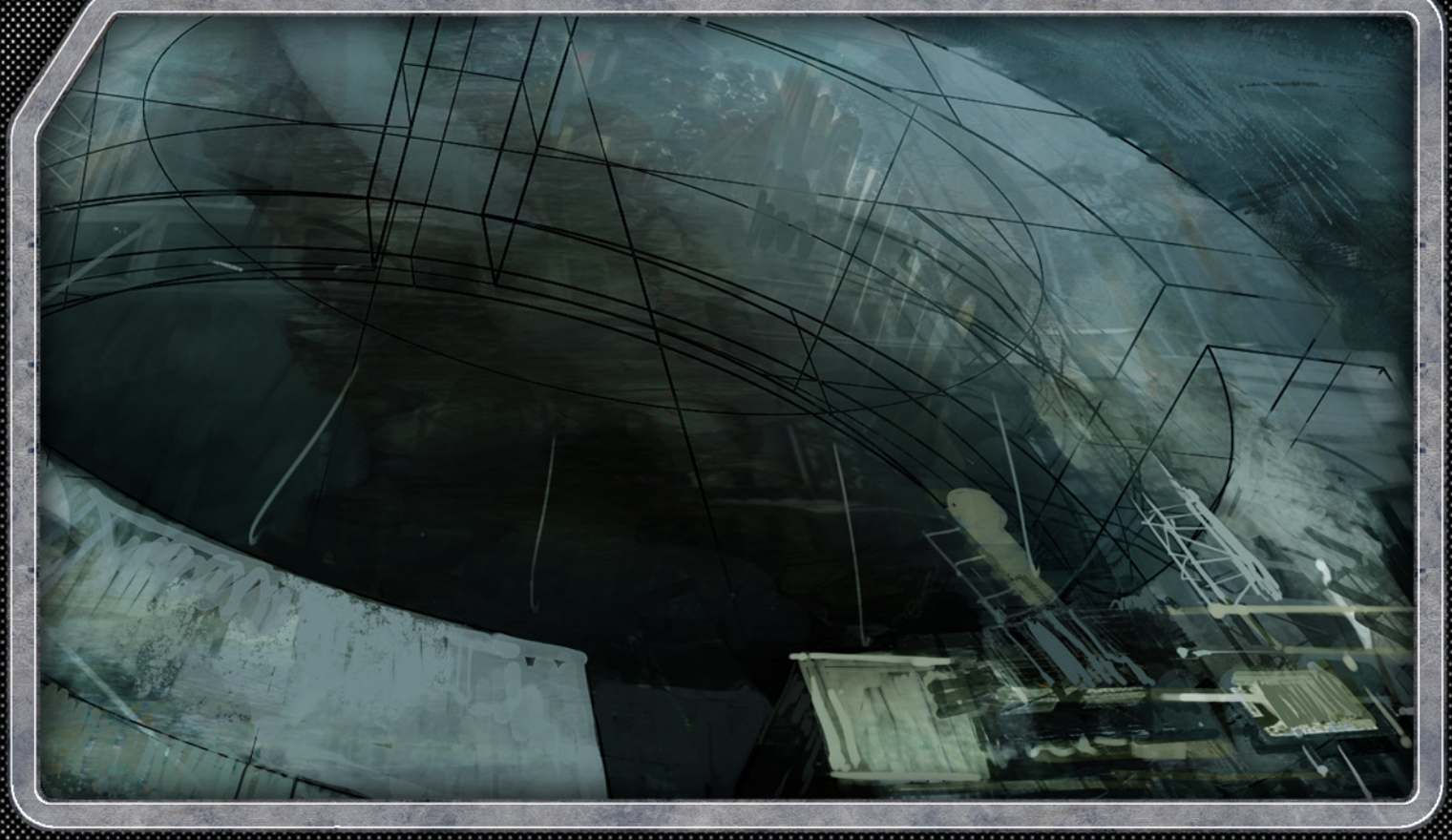
3ULVRQHUV DUH D GDQJHURXV EUHHG DV SDUW RI WKH SULVRQ VXUURXQGLQJ WKH SHULPHWHU FRPPDQGHG E\ WKH SULVRQ¶V DQG DUH NQRZQ IRU DQ\ IRUP RI WUHDWPHQW SDVVHG DURXQG DV FRQWUDEDQG DQG SUHVHQWHG E\ VKRFNLQJ EHWUD\DOV

CHAPTER 01

ENVIRONMENTS: PART 1

BY THOMAS PRINGLE

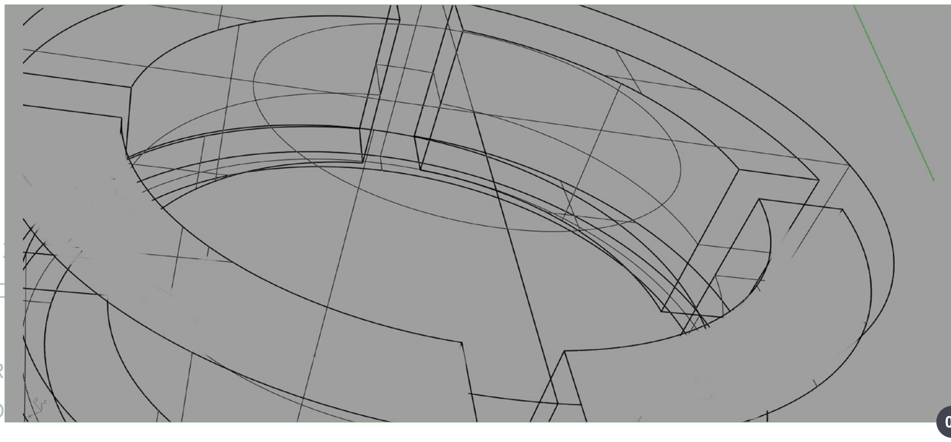




Concept Art for Games: Environments - Part 1

Software Used: 3KRWRVKRS

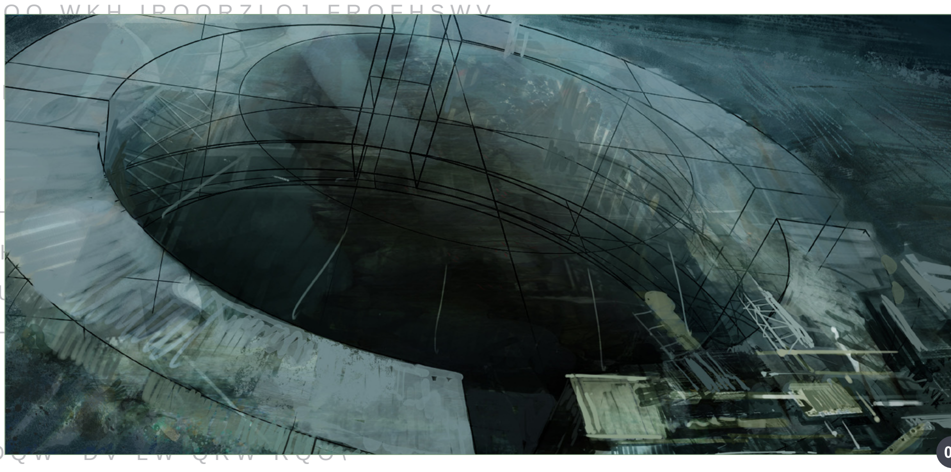
Introduction



01

7KH DVVLJQPHQW IRU WKLV W
HQYLURQPHQW IRU D ¿FWLRQD
WDNHV SODFH RQ D SULVRQ S
ZLOO IRFXV RQ WKH PDLQ VKR
PDLQ DUHD 7KLV VFHQH ZLOO
VW\OH DQG GLUHFWLRQ IRU DOO WKH IROORZLQJ FRQFHSWV

,¶YH GHFLGHG WR GHVLJQ WK
XQGHUJURXQG IDFLOLW\ 7KH
GHHS ZLWKLQ LW DQG WKH ZK
VKLHOGHG IURP WKH KRVWLOH
IDFW LW LV EHORZ WKH SODQ
URFN IRUPDWLRQV WRJHWKHU
WKH LPDJH ZLOO KHOS FRQYH
DQG KRVWLOLW\

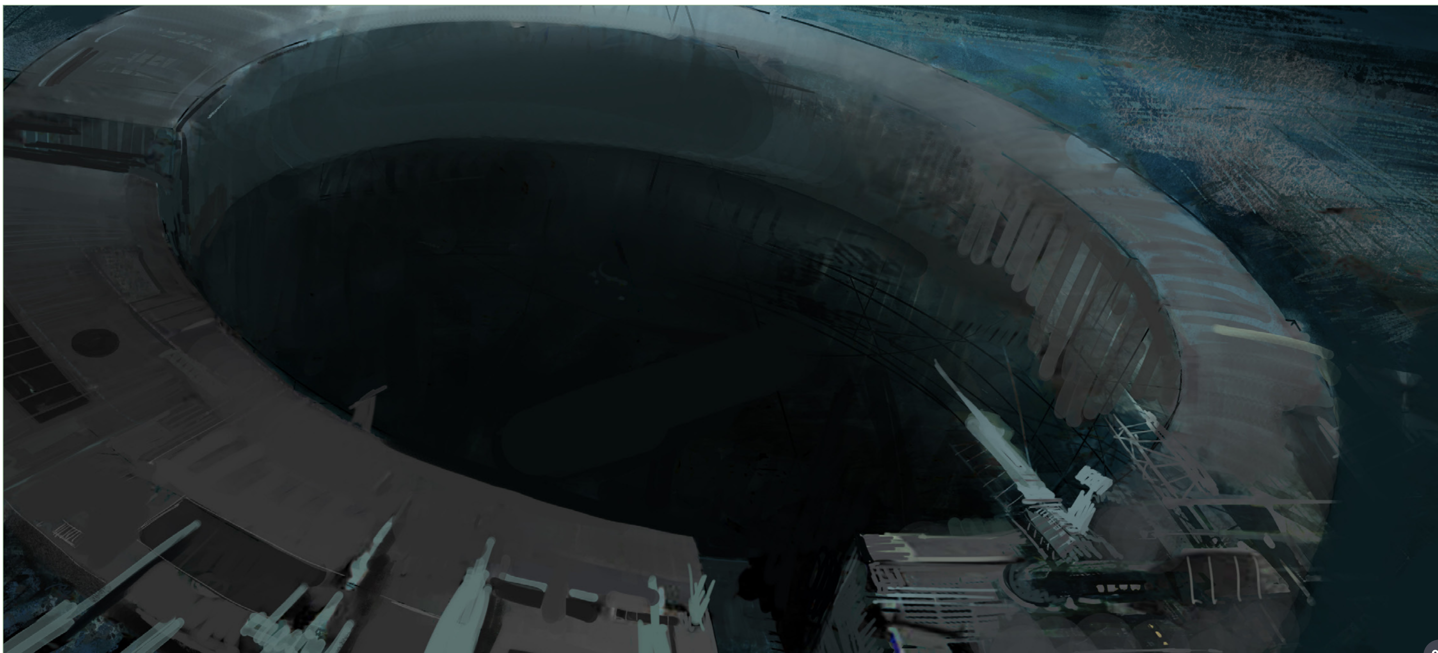


02

7KLV VFHQH LV YHU\ LPSRUWDQW DV LW QRW RQO\
SURYLGHV D EDVH IRU WKH HQWLUH
JDPH EXW DOVR SURYLGHV D
HQWUDQFH WR WKH SULVRQ
JUHDW LQWUR VHTXHQFH $ GH

)RU WKH HVWDEOLVKLQJ VKRW
G\QDPLF DQJOH WKDW EULQJV

WR WKH FRQFHSW , VWDUW ZLWK D ZLUH IUDPH
FUHDWHG LQ 3KRWRVKRS 7KLV LV VLPSO\ WR
VKRZ WKH KHLJKW DQG WKH HQWUDQFH
VSDFH , ZDQW WKLV SDLQWLQJ WR EH TXLWH UH¿QHG
DQG ZHOO ¿QLVKHG WR GR WKLV , PDNH VXUH
, HVWDEOLVK D VWURQJ IHHOLQJ RI GLUHFWLRQ
RI DWPRVSKHUH



03

Chapter 01

04

FRQFHSW LV WKDW RI D SULVRQ WKH SHRSOH FRPH WR VLW LQ LWV YDVW DOOZ WKDW KDV DW ZKDW FDQ EH VHHQ IURP DEUXSW WR WKH FRORUV
WKH FRORUV UHÀHFW D KRVWLOH HQYLURQPHQW WR D EOXH DQG GLDJRQDO
WR JLYH WKH FRQFHSWV WKH ULJKW PRGH DQG IHHOLQJ Fig.05 7KLV DJDLQ LV WR SXVK W
Fig.02 , FRQWLQXH WKLV SURFHVV E\ IXUWKHU UHILQLQJ
WKH LPDJH , GR WKLV E\ FRQVWDQWO\ SLFNLQJ WKH IXUWKHU
, FRQWLQXH WKLV SURFHVV XQWLO , KDYH UHVROYHG WKH IRUHJURXQG DQG WKH LPDJH
WKH PDLQ GLVWULEXWLRQ RI VKDSHV DQG FRORXU WKURXJKRXW WKH LPDJH GH¿QLQJ
DFURVV P\ LPDJH ,W LV DOVR WR NHHS WKH ZKROH LPDJH LQ PLQG 7R GR WKLV , IRFXV RQ
GLUHFWLRQ RI WKH OLJKW KDV EHHQ URXJKO\ GHWHUPLQHG ZLWK VRXUFH KLWV
QRZ ,Q WKHVH HDUO\ VWDJHV , FRQFHQWUDWH RQ WKLV LQVWHDG RI GHWDLO Fig.06 QRW WR
EHIRUH JRLQJ LQWR GHWDLO Fig.03 WKH YLHZHU¶V DWWHQWLRQ IURP WKH PDLQ IRFXV
PH D JRRG RYHUYLHZ DQG DOORZ PH WR FRQFHQWUDWH

05

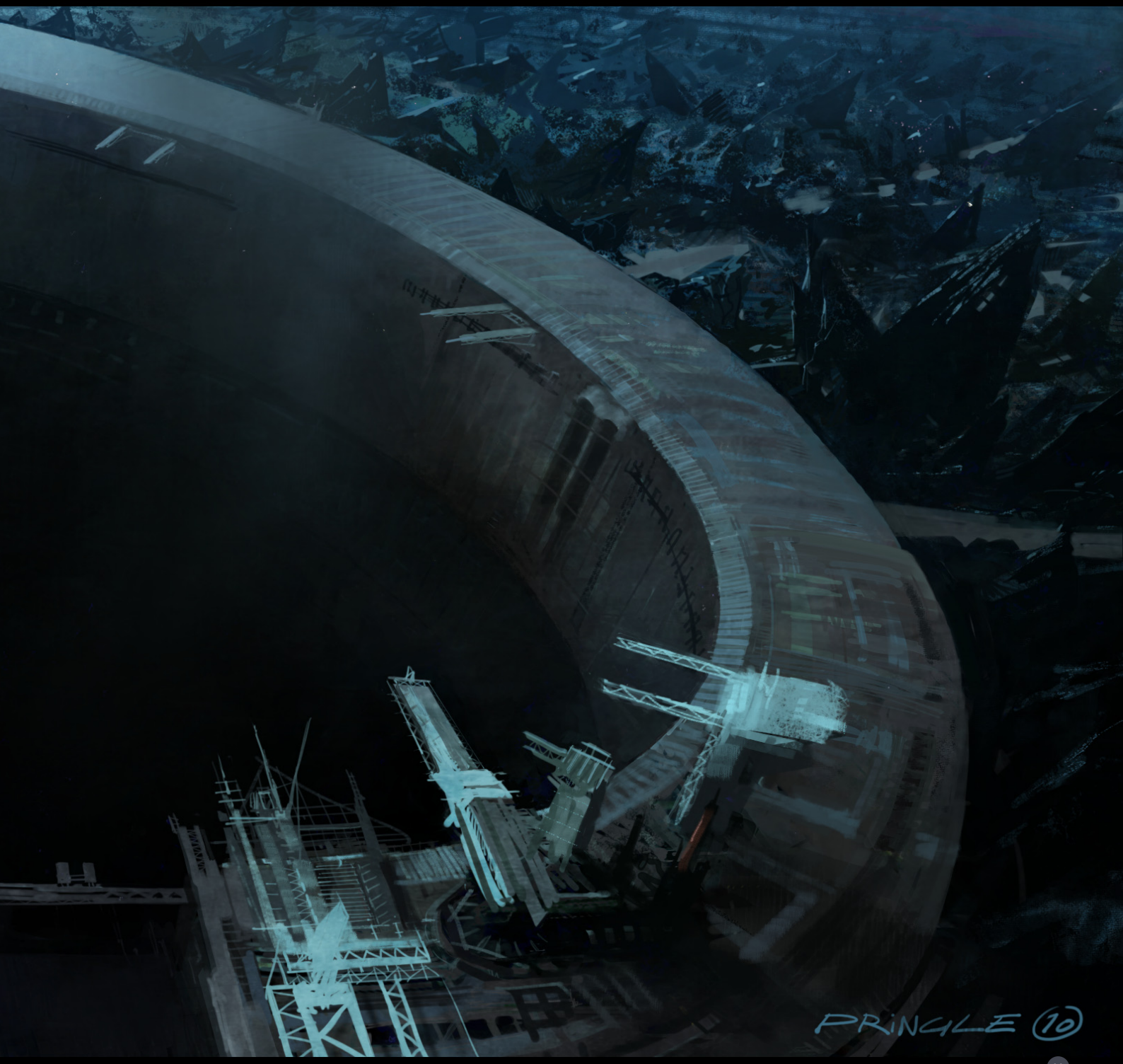
Thomas Pringle

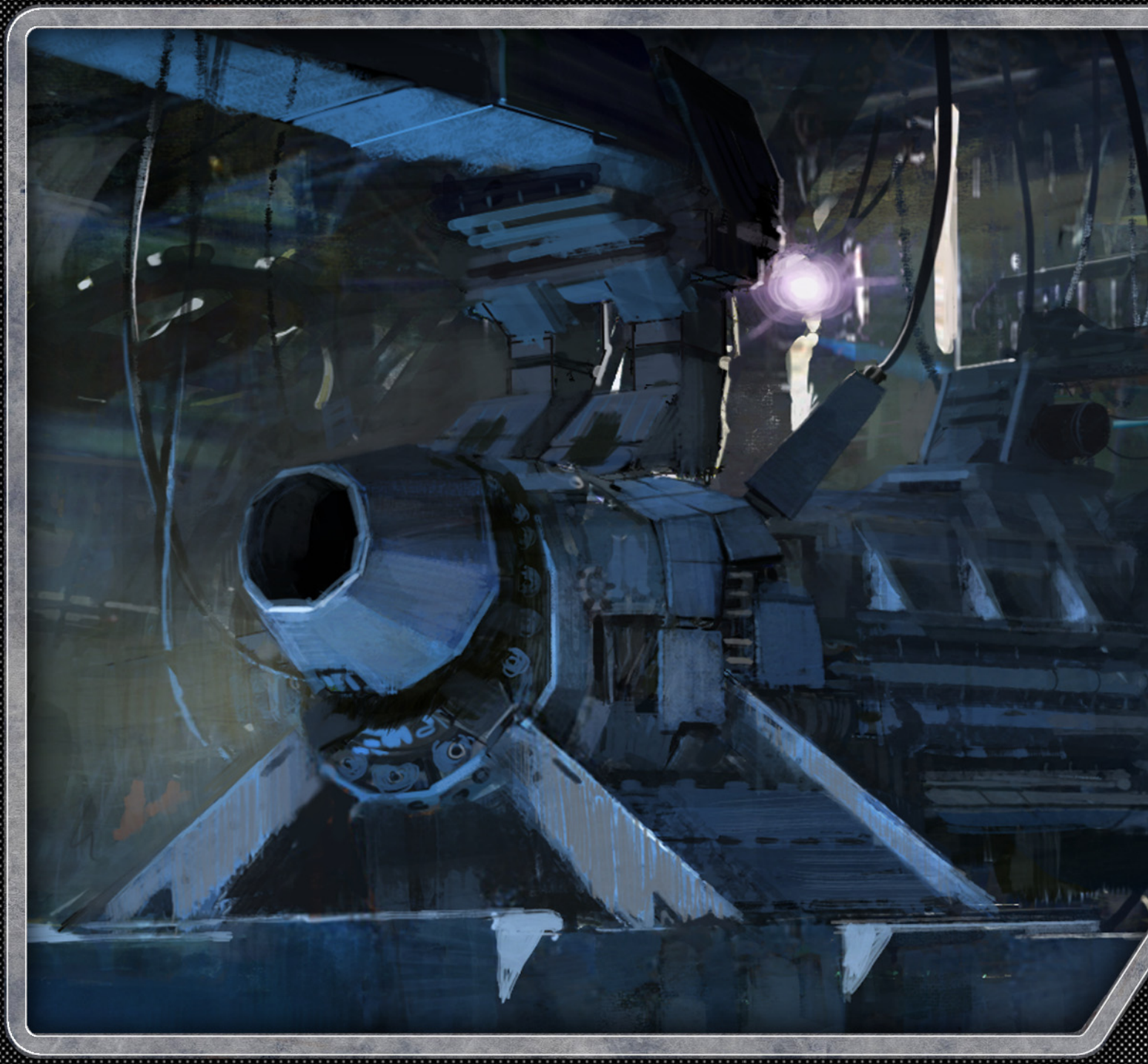
)RU PRUH IURP WKLV DUWLVW YLVLW

KWWS ZZZ SULQJOHDUW FRP

2U FRQWDFW WKHP DW

WKRPDV#SULQJOHDUW FR

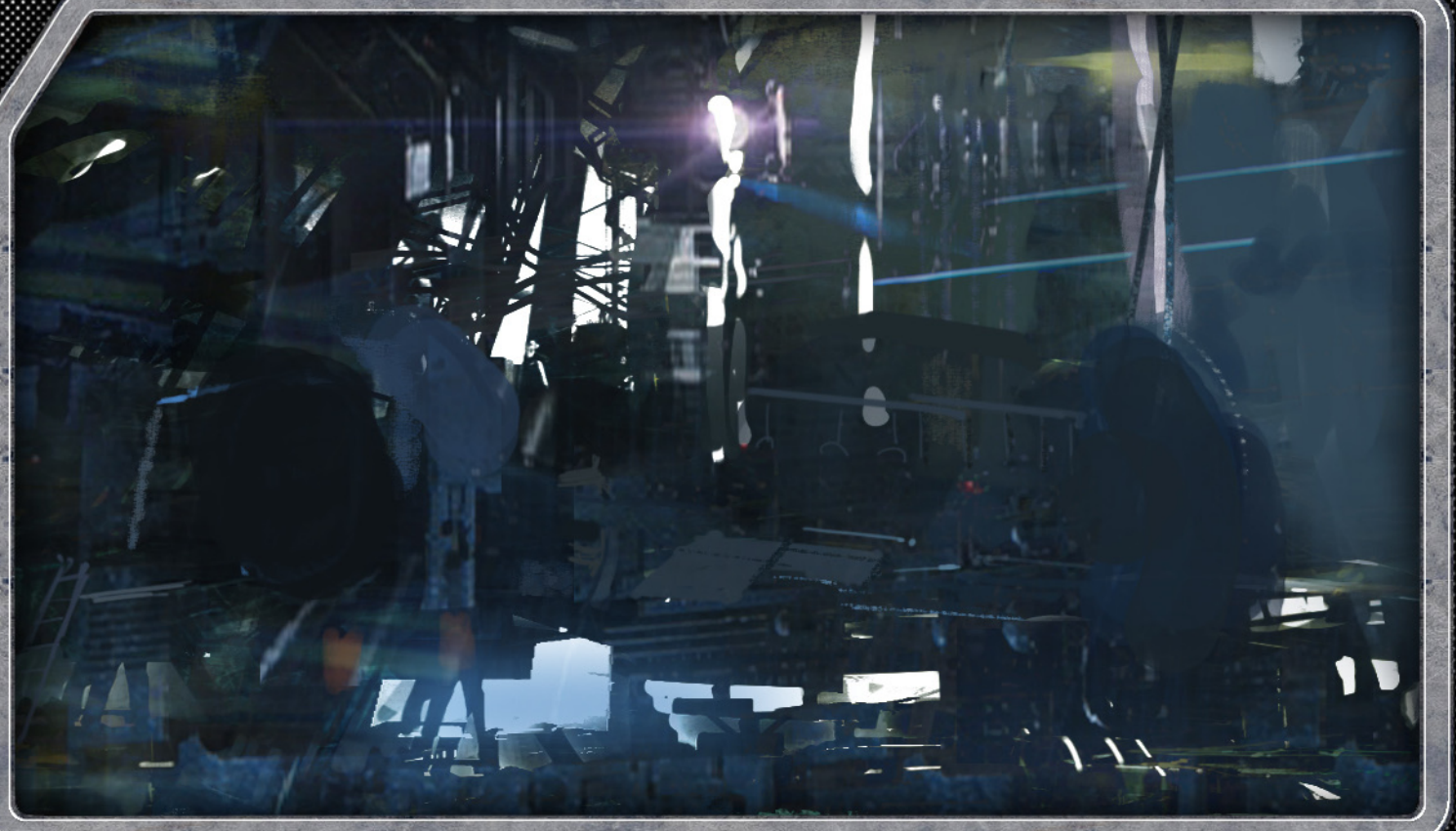

PRINGLE (10)

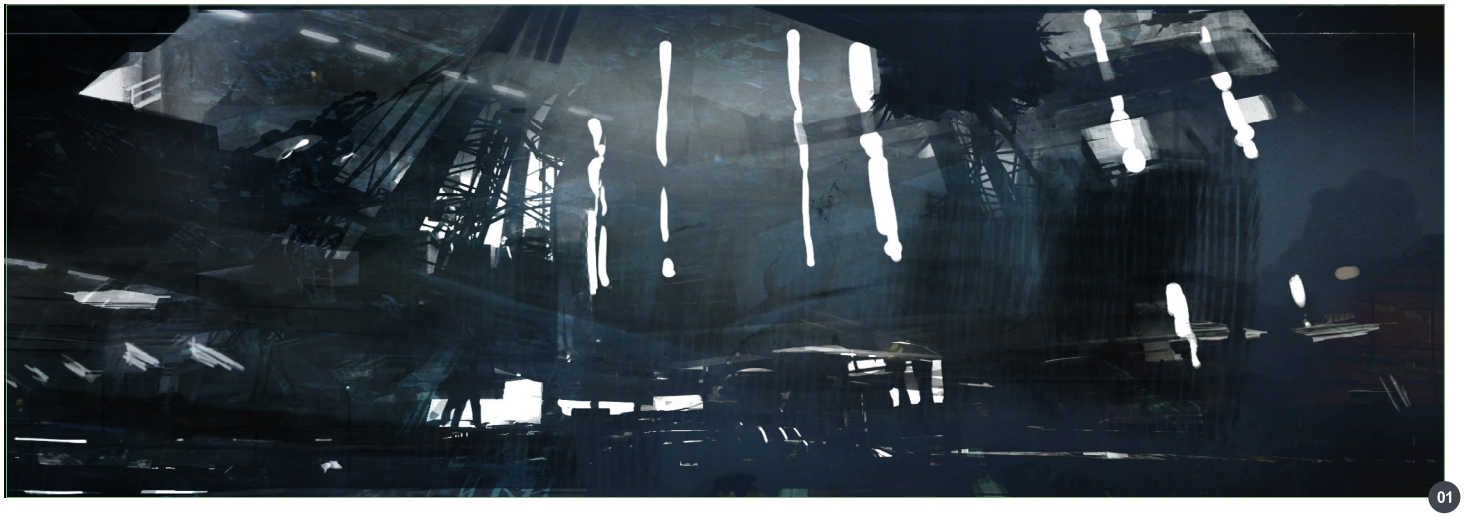


CHAPTER 02

ENVIRONMENTS: PART 2

BY THOMAS PRINGLE





01

Concept Art for Games: Environments - Part 2

Software Used: 3KRWRVKRS

02

Prison planet

7KH DVVLJQPHQW IRU WKLV W

HQYLURQPHQWV IRU D ¿FWLRQ

WDNHV SODFH RQ D SULVRQ SO

, VKRZHG KRZ WR FUHDWH DQ

WKH HQWUDQFH WR WKH SULVR

SDUW , ZLOO ÀHVK RXW D FRQ

FDPSV WKDW DUH GHHS GRZQ

WKH\ DUH VKLHOGHG IURP WKH KRVWLOH HQYLURQPHQW

RQ WKH VXUIDFH

7KH PDLQ HPSKDVLV LQ WKLV

ZLOO EH WR IRFXV RQ FUHDWL

WKDW FDQ EH XVHG WR ÀHVK

DQG IHHO RI D OHYHO LQ WKH

HVWDEOLVKLQJ P\ OHQV DQG

2QFH , IHHO , KDYH VRPHWKLQ

PRYH RQ WR DGGLQJ WKH EL

7KH PDLQ HPSKDVLV LQ WKLV

ZLOO EH WR IRFXV RQ FUHDWL

WKDW FDQ EH XVHG WR ÀHVK

DQG IHHO RI D OHYHO LQ WKH

HVWDEOLVKLQJ P\ OHQV DQG

VHOHFWLRQ RI FRORU DQG GH¿Q

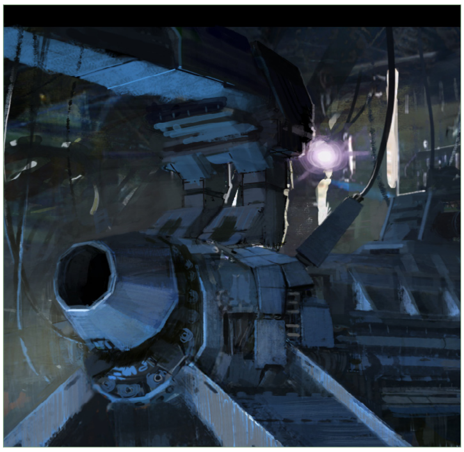
1RZ LW¶V WLPH WR VHOHFW WKH

03

04

:KHQ GHVLJQLQJ , OLNH WR WU\ GLIIHUHQW WKLQJV RXW RQ D VHSDUDWH OD\HU RU HYHQ RQ SDSHU EHIRUH VHWWOLQJ RQ D ¿QDO GHVLJQ ,W¶V DOZD\V JRRG WR GR ORWV RI TXLFN YDULDWLRQV WR JHW D IHHO IRU WKH REMHFW ,Q WKLV FDVH , WHQG WR IRFXV PRVWO\ RQ WKH VLOKRXHWWH VLQFH , NQRZ LW ZLOO EH IDLUO\ EDFNOLW DQG KDYH D ORW RI GXFWV DQG SLSHV EUHDNLQJ RXW IURP WKH FRUH VKDSHV , DOZD\V WU\ WR SXVK WKH

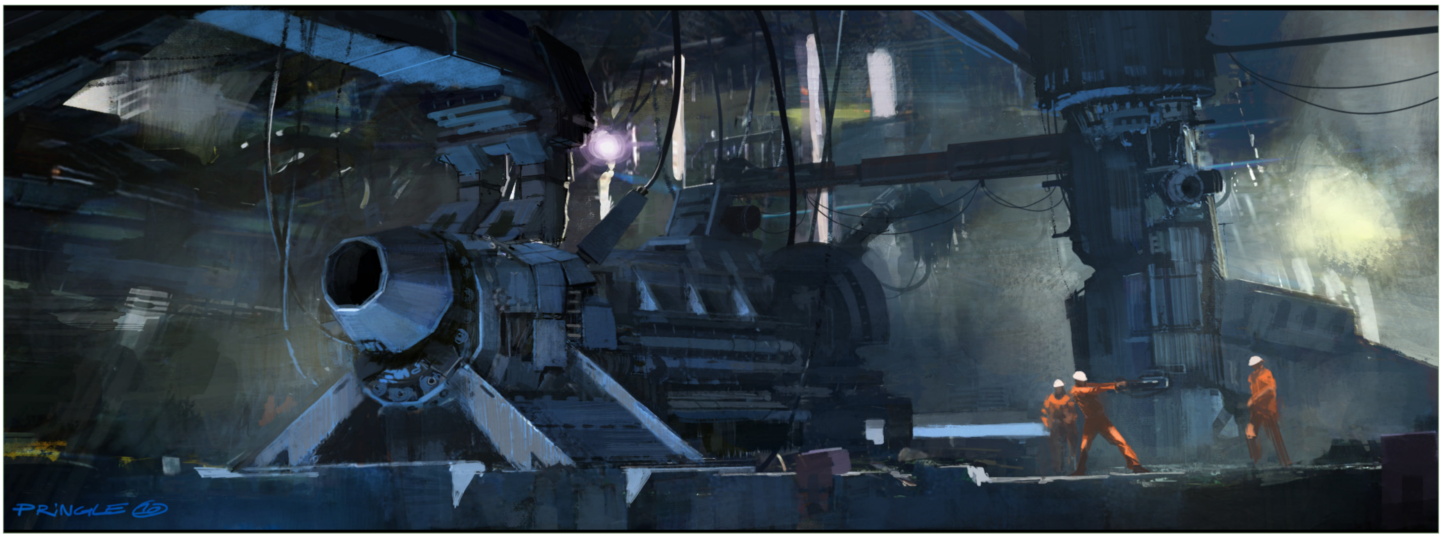
05

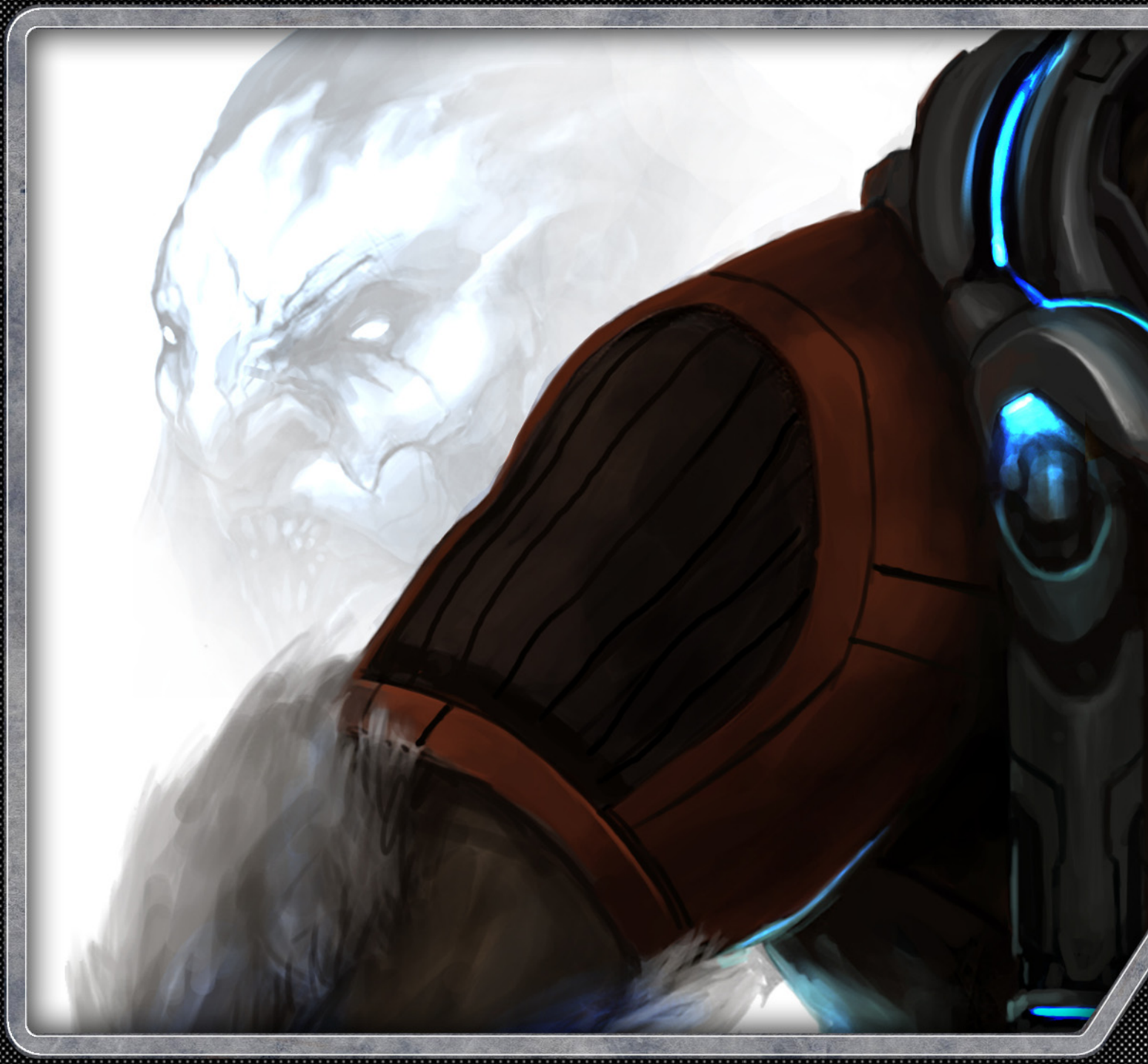


FRQWUDVW DQG LQ WKLV FDVH WKH DWPRVSKHUH ... , GHFLGHG WR DGG D URXQG DLU GXFW DW WKH IURQW ... FRPSOHWH ... DOO RWKHUZLVH TXLWH EORFN\ GHVLJQ ...)LJ)LJ

Thomas Pringle

$W WKLV VWDJH LQ WKH SDLQWLQJ ... PRVWO\ ¿QH WXQLQJ OHIW DV HYHU\WKLQJ ... YLVLW HVWDEOLVKHG 7KH RQO\ ELJ ... ZZZ SULQJOHDUW FRP SDLQWLQJ LV WKH RYHUKDQJLQJ ... DW OLNH WKH ZLUHV DV WKH\ JLYH D QLFH ... WKRPDV#SULQJOHDUW FR KRUL]RQWDOO\ DQG YHUWLFDOO\ GRPLQDWHG GHVLJQ RI





CHAPTER 03

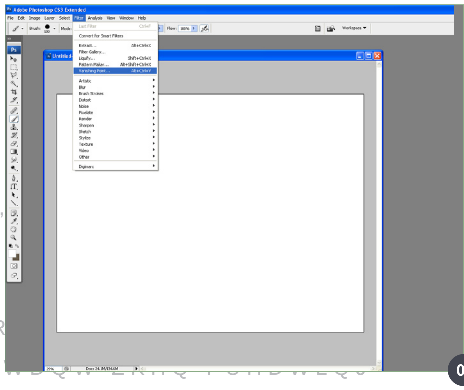
CHARACTERS: PART 1

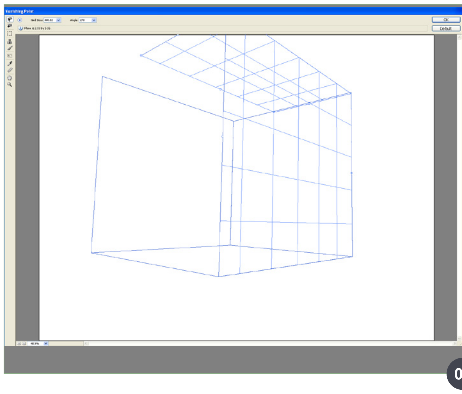
BY BART TIONGSON

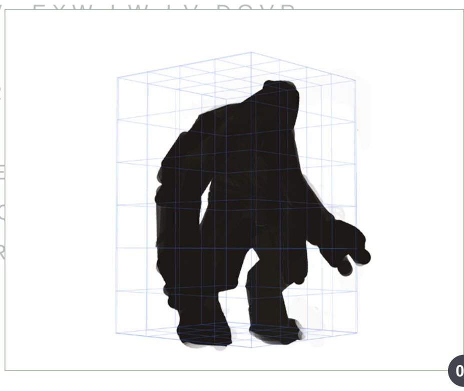
Concept Art for Games: Characters - Part 1

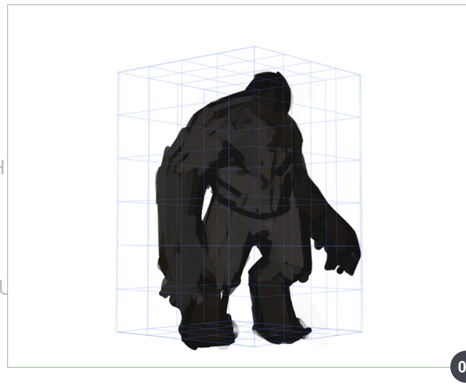
Software Used: 3KRWRVKRS

:KHQ , FUHDWH FKDUDFWHUV ,
E\ FUHDWLQJ D SHUVSHFWLYH
Fig.01 7R GR WKLV , XVH WKH
LQ WKH)LOWHU WDE $ OLW R
SHUVSHFWLYH LV RQO\ LPSRU
YHKLFOHV RU HQYLURQPHQWV
VRPHWKLQJ WKDW VKRXOG EH
FUHDWLQJ FKDUDFWHUV $ OR
ÀDW RU XQFOHDU DQDWRPLFD
FDQ FRQWULEXWH WR WKLV E
RYHUORRNHG LV WKH ³EURNHQ
DIIHFW WKH DQDWRP\ WKH FR
RYHUDOO SURSRUWLRQV DQG
Fig.02

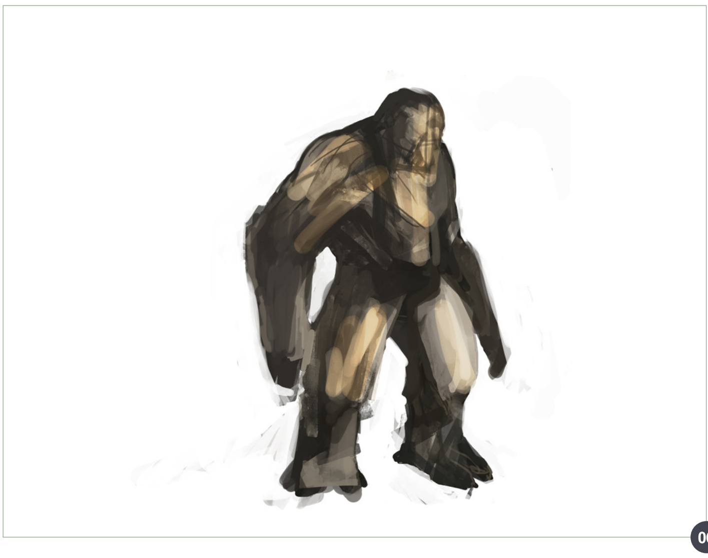








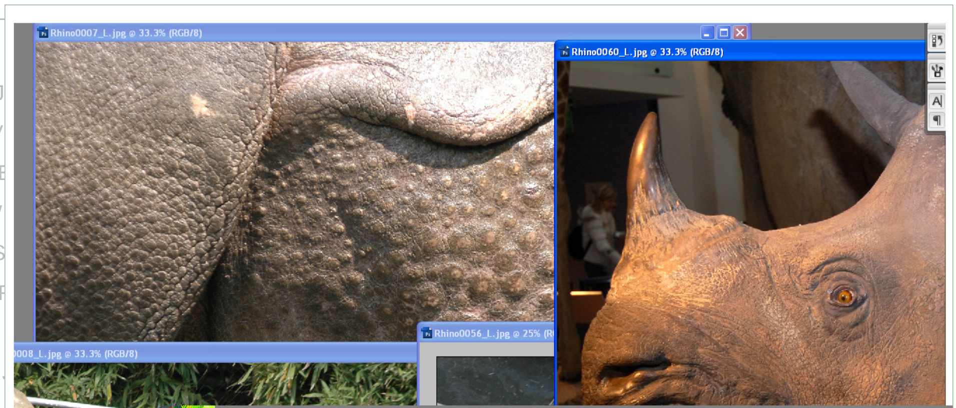
0RVW DUWLVWV ZLOO FUHDWH
JHWWLQJ VWDUWHG RQ D FKD
SURFHVV LV QRW Fig.03 LIIHUHQW PH
GR VNHWFKHV LQ P\ VNHWFKE
LW¶V XVXDOO\ PRUH HI¿FLHQ
3KRWRVKRS HYHQ IRU WKH U
\RX FDQ VHH WKDW , KDYH FU
ORRVH WKXPEQDLOV WR URXJ
VKDSFig.04 7KLQN FDUHIXOO\ D
SHUVRQDOLW\ DQG UROH RI W
VXUH WKDW WKH ERG\ W\SH ¿
QRW WU\LQJ WR KDPPHU GRZQ
DVSHFWV DW Fig.05 LV 5 SRLQW HU



VWUD\ WRR IDU IURP WKH RULJLQDO WKXPEQDLO
FRXUVH :KLOH VRPHWLPHV WKH PRVW FUHDWLY
RXWVLGH WKH ER[DQG ZDQGHULQJ VOLJKWO\ R
VRPHWLPHV FUHDWH PRUH ZRUN Fig.06 WKH ORQJ UXQ
LV WKH EHVW WLPH WR OHW WKH ³ZLOG´ LGHDV
EH\RQG WKH EUDLQVWRUPLQJ VWDJHV VWD\ RQ

Chapter 03

$QRWKHU WKLQJ ,¶OO VRPHWL
ZLWK DQLPDOV DQG FUHDWXU
DQ DOLHQ SULVRQHU LV WR J
KHOS FUHDWH D ELW RI ³QRLV
IRU WKH Fig.07 VNLQ $JDLQ WKLQN DE
SHUVRQDOLW\ DQG UROH RI W
RI VNLQ GR \RX ZDQW WKLV ³S
KH VRIW DQG JHQWOH" ,V KH F
IHURFLRXV" :LWK 7DURQ 'D[,
ELJ SRZHUIXO DQG OXPEHULQ
LPSHQHWUDEOH VNLQ , WKRX
UKLQRFHURV +HUH ,¶YH GRZQ
SLFWXUHV WKDW , IHHO UHSU
,¶P ORRNLQJ IRU , XVHG WKH
OLEUDU\ IRU WKHVH LPDJHV ,
D ELJ OLEUDU\ RI WH[WXUHV V
WKHLU OLEUDU\ KDV VRPH DZH
SKRWRV



07

$IWHU ,¶YH GHWDLOHG WKH G
TXLWH D ELW , VWDUW DSSO\LQJ VRPH RI WKH SKRWR
WH[WXUHV XVLQJ WKH GLIIHUH
Fig.08 ,¶P QRW DOZD\V VXUH K
ZLOO DIIHFW WKH LPDJH VR L
WKURXJK WKH OLVW DQG VHH
WKH FRROHVW HIIHFW ,Q WKL
7KH SKRWR EHFRPHV VOLJKWO
LW GRHVQ¶W LQWHUIHUH D JU
ZRUN WKDW ,¶YH DOUHDG\ OD
,¶YH DOVR GHFLGHG RQ D URX
ZDQW WR XVH IRU WKH FKDUD
WKH FRORUV IDLUO\ FORVH LQ
FRPSOLPHQWDU\ RU WZR)RU
WKH FKDUDFWHU WR EH UHG ,
RWKHU FRORUV WKDW DUH LQ
EOHQG RYHU VOLJKWO\ LQWR

08

FRPSOLPHQWDU\ FRORU LQ WKH DQG XQGHUVWDQG WKH GDPDJ
D VXEWOH VSODVK RI EOXH RU <RX FDQ VHH WKH OD\V FUHDWH WKH
GHWDLOHG FRQFHSW 6RPHWLPH
+HUH LV D FORVHU VKRW RI VRPH RI WKH SKRWR WKDW, ZDQW WR SXW \R
WH[WXUH Fig.09 ZRUN¶V VWLOO SUHGHWHUPLQHG EXW WKH\ DUH RWKHU D
\RX FDQ JHW WKH JHQHUDO YLEH RI WKH FKDUDFWHU DQG QRW WKLV K\SR
FKDUDFWHU 2QH WKLQJ WR D XVXDOO\ DVN IRU WKH DQG ZH¶UH JRLQJ IR
GR \RXU UHVHDUFK NQRZ WKH UHVHDUFK WR OHDUQ DQG FKDUDFWHU GHWDLOHG Z

09

CHAPTER 04

CHARACTERS: PART 2

BY BART TIONGSON

Concept Art for Games: Characters - Part 2

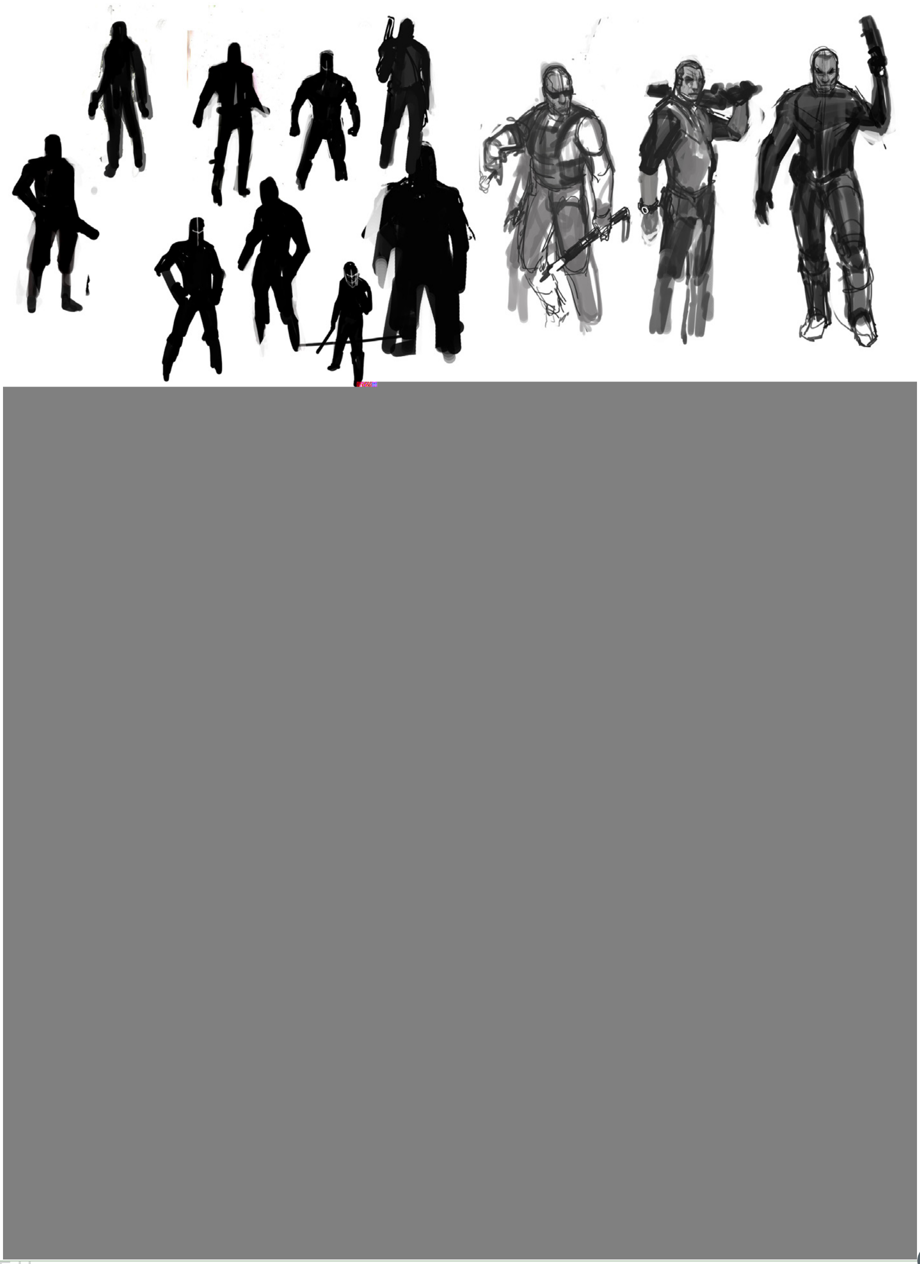
Software used: 3KRWRVKRS

7KHUH DUH YDULRXV ZD\V WKD
,W DOO GHSHQGV RQ WKH VXE
VSHFL¿FV RI WKH FKDUDFWHU
WKDW ,¶P LQ DW D FHUWDLQ V
XVLQJ PDUNHUV RU JUDSKLWH
GLJLWDOO\ ZLWK 3KRWRVKRS
FRQVWDQW , DOZD\V GR URXJ
VWDUW RII ,W¶V LPSRUWDQW
DQG JHVWXUDO LQ WKH LQLWL
GLIIHUHQW ZD\V WR Fig.01 DWH V

6RPHWLPHV ,¶OO MXVW ³LQN R
ZKLOH RWKHU WLPHV ,¶OO XV
³XQGHU OD\HU´ DQG LQN RXW
DQRWKHU RFFDVLRQ , PLJKW V
MXVW URXJKO\ ¿OO LQ WKH DU
, IHHO WKDW ,¶YH QDLOHG D G

,Q WKLV LPDJH ,¶YH QDUURZH
WKXPEQDLOV WKDW , IHHO DU
EXW DOVR VXLW WKH SHUVRQD
Fig.02 , ZDQW WR NHHS HDFK F
DV GLIIHUHQW IURP HDFK RWK
ZD\ LW PDNHV LW HDVLHU IRU
VSHFL¿F GHVLJQ WR JR ZLWK

, HQG XS XVLQJ HOHPHQWV IU
FRPH XS ZLWK WKFig.03Q D O OFKRLFH
GLIIHUHQW WKLQJV DERXW HD
PHUJHV WKHP DOO LQ VRPH ZD
PRUH VSHFL¿FDOO\ DERXW WK
VSHFL¿FV /H[&UDQH /H[XV L
DQG KH KDV DOZD\V KDWHG W
QDPHG KLP DIWHU D FDU +LV
&DGLOODF &UDQH LV D PDQ L
YHU\ VWURQJ ZLOOHG DQG VW
DQG FROG DQG ZKLOH JRRG K
KH KDV DQ H[WHULRU WKDW Z
EHOLHYH RWKHUZLVH .HHSLQ
PLQG LV YHU\ LPSRUWDQW <R
RI WKH SHUVRQDOLW\ RI WKH
WR LPDJLQH KRZ WKH FKDUDF



01

02

03

THE PRISON PLANET

LEX CRANE: SHOCK TROOPER

Bart Tiongson

)RU PRUH LQIRUPDWLRQ

KWWS ULFHDQGHJJV E

2U FRQWDFW WK

%7LRQJVRQ#5HRERW(QW HUW

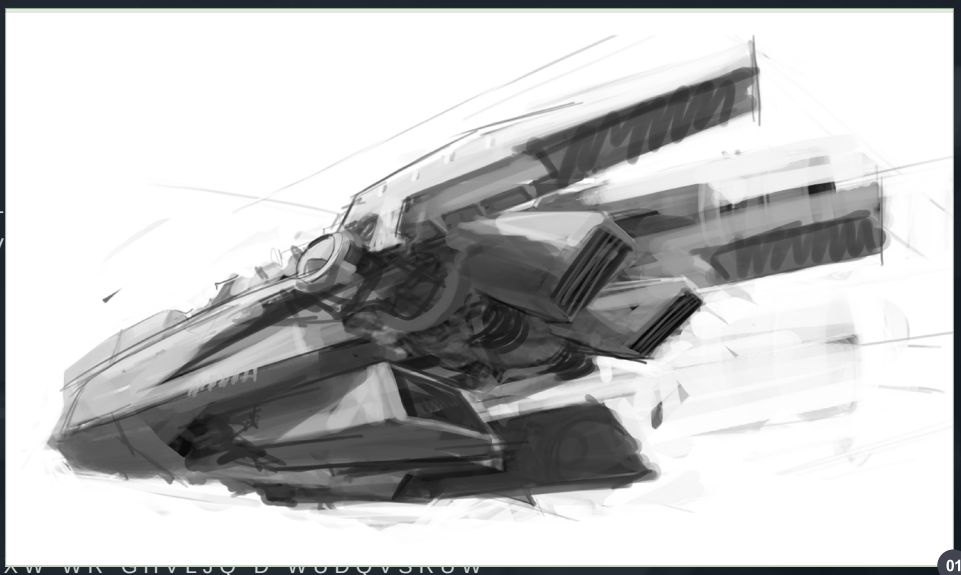
CHAPTER 05

ACCESSORIES: PART 1

BY CRAIG SELLARS

Concept Art for Games: Accessories - Part 1

Software used: 3KRWRVKRS

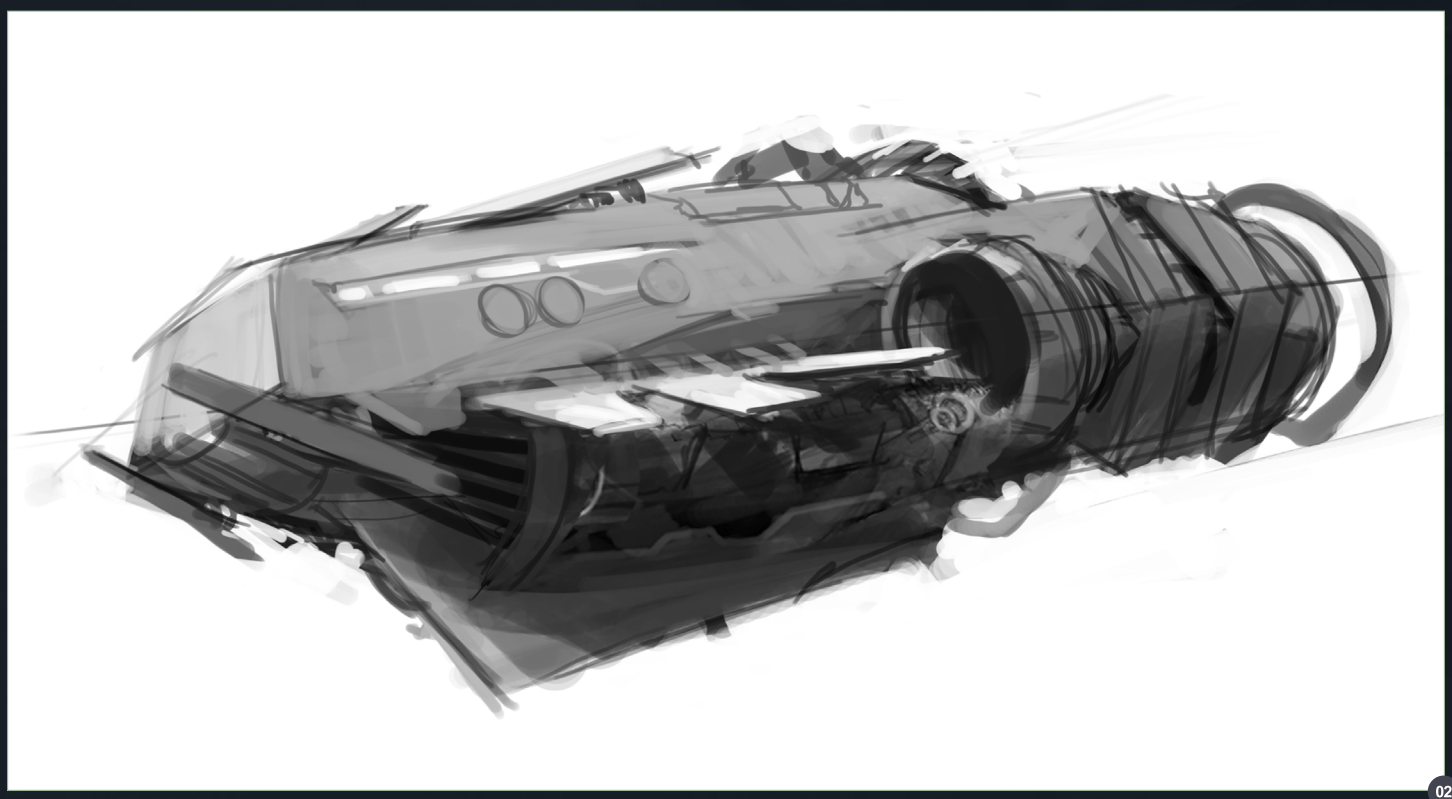


01

)RU P\ ¿UVW FKDSWHU LQ WKL
GHVLJQ D GURS VKLS RU SULV
SULVRQ SODQHW $VWXULD

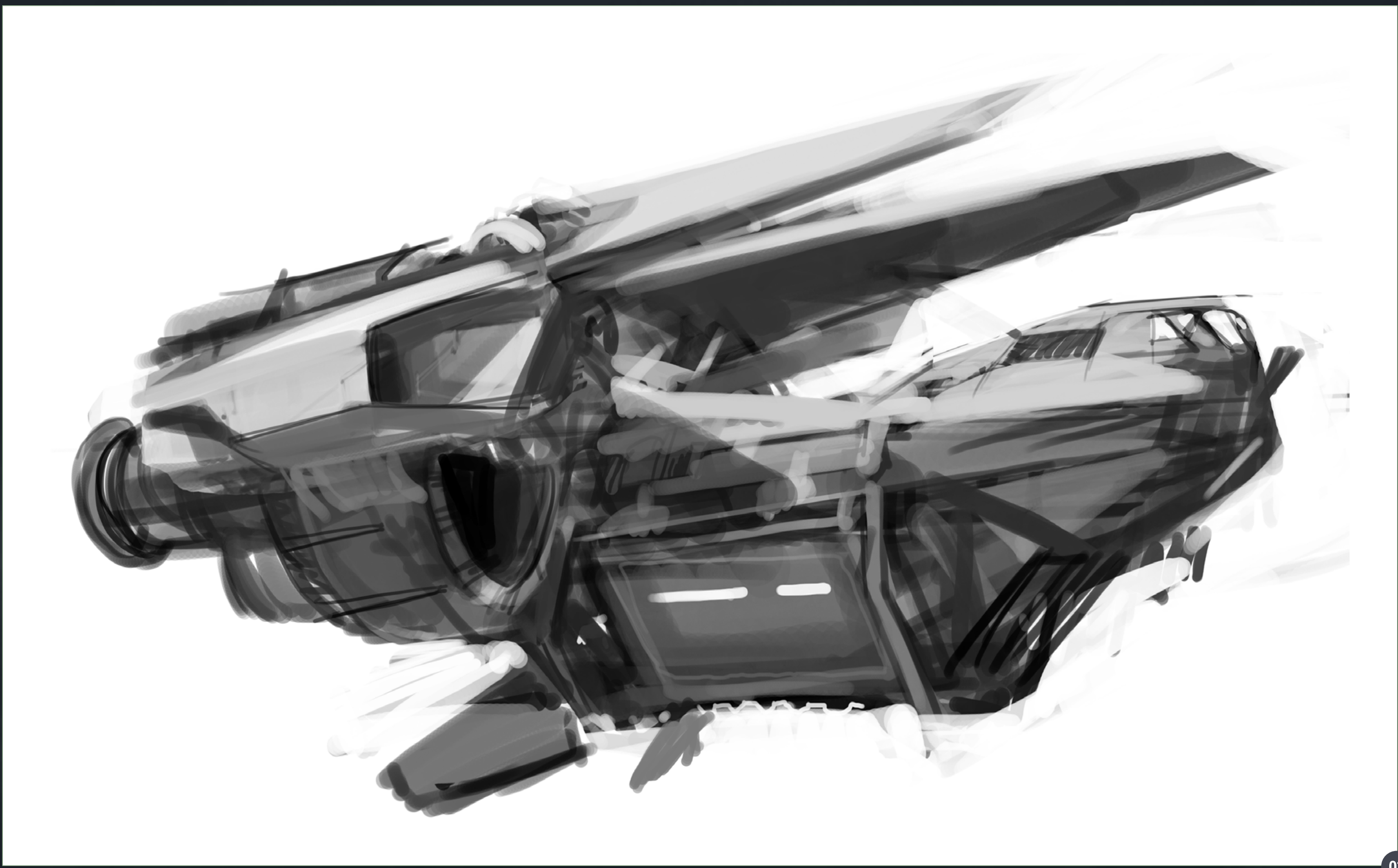
:KHQ , VHW RXW WR GHVLJQ D
WKH ¿UVW WKLQJ , FRQVLGHU
UHTXLUHG WR GHVLJQ FDQ KH
DGG WR WKH PRRG

,Q WKLV FDVH ,¶P VHWWLQJ R
YHKLFOH VROHO\ XVHG WR IHU
SULVRQHUV WR DQG IURP WKH
VXUIDFH , ZDQW WKH YHKLFO
D ELW FOXQN\ VRUW RI XWLO
IROORZV IXQFWLRQ WKDW LV
FRQVWUXFWLRQ LV GLFWDWHG
UHTXLUHPHQWV ZLWK QR WKR
DHVWKHWLFDOO\ SOHDVLQJ ,
WR WKH HPSKDVL]H KRZ LQ
HQYLURQPHQW LV VR , ZDQ
GRZQ DV LI À\LQJ LQ $VWX
WDNHQ LWV WROO RQ WKH VK



02

Chapter 05



03

)RU P\ WKLUG VNHWFK , WU\ WR ...

VKDSH WKDW¶V PRUH OLNH D ...

ERDW ZLWK D SURPLQHQW FRQ...

XS IURQW IRU PD[LPXP YLVLELOLW\ ...

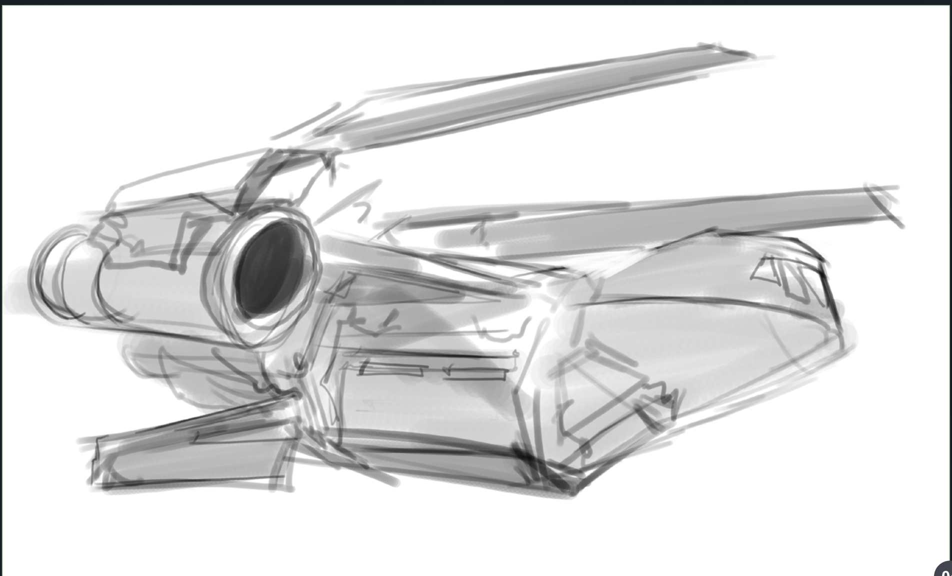
DWPRVSKHUHV $W WKLV SRLQW ...

WKDW WKLV ERDW WKHPH SURYLGHV ...

LQFRUSRUDWH PRUH ³VWRU\´ LQWR P\ GHVLJQ DQG ,

SODFH WKH FRPSDUWPHQW WKDW ...

LQ DW WKH ERWWRP RI WKH YHVVHO ...



04

DWPRVSKHUH LPSODXVLEOH IRU ...

D KHDY\ DUUD\ RI HQJLQHV UHWU...

$W WKLV SRLQW LW¶V WLPH WR U...

VNHWFK LV WKH GLUHFWLRQ , G...

DV LW ¿OOV DOO RI P\ GHVLJQ JR...

7R VWDUW RXW , VNHWFK P\ GHV...

FDQYDV $W WKLV SRLQW , DP ...

FKRRVLQJ DQ DQJOH WKDW JLYHV ...

YLHZ RI WKH YHKLFOH 6RPHWLPH...

E\ FUHDWLQJ D VLPSOH ' EORFN...

URWDWH DURXQG WR JHW WKH EH...

1H[W , SODFH D EDFNJURXQG ZD...

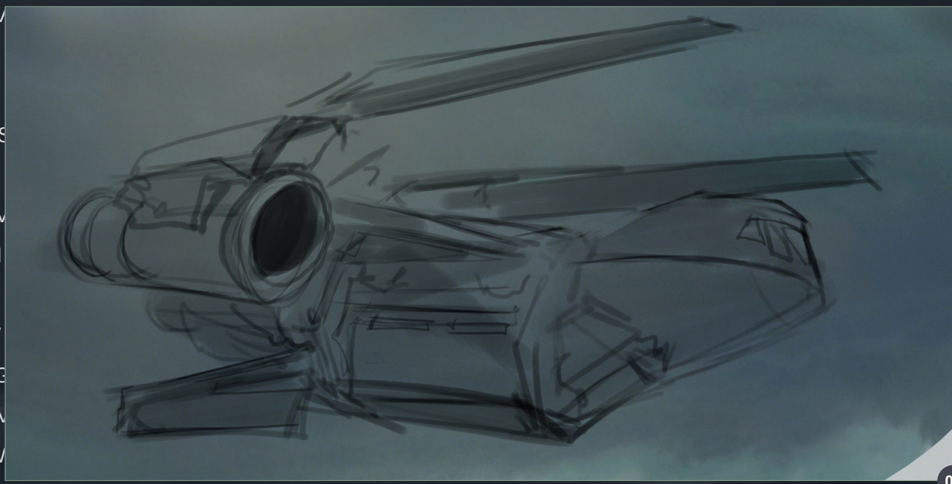
WKH VNHWFK 7KLV LV WR UHSUHV...

DQG FRORU RI WKH SODQHW¶V
LPSRUWDQWO\ LW LV WKH NH\
DQG WKH EDVH LQWR ZKLFK ,
³ZDVK´ E\ OD\HULQJ LQ D FRXS
VHFWLRQV RI D VN\ SKRWR W
RYHUOD\V RQ WRS DQG DGMXV
VR , KDYH VRPH FRORU YDULH

1H[W , VWDUW OD\HULQJ LQ W
RYHUOD\ Fig.06 HU 7KHVH DUH PDG
RI SKRWRV RI PHWDO DQG UXV
SURYLGH PH QRW VR PXFK ZLW
ORFDO FRORU WKDW , FDQ XVH WR VWDUW SDLQWLQJ DQG
GH¿QLQJ WKH YHKLFOH $W W
DQG YDOXH RI WKH VN\ WR PD
RXW PRUH DJDLQVW WKH EDFN

(YHQ GXULQJ WKH ¿QDO LOOX
DOZD\V DOWHULQJ WKLQJV DV
EHVW DQG KHUH , DGMXVWV WK
Fig.07 $W WKLV SRLQW , DP PD
WKH LPDJH DQG HVWDEOLVKLQ
YHVVHO DOO WR KHOS GH¿QH
, DP DOVR VWDUWLQJ WR WKL
DQG ZKHQ ORRNLQJ LQ P\ UHIHUHQFH IROGHU ,
¿QG D SKRWR RI D ELJ LURQ FDXOGURQ WKLQJ RQ DQ DQG
LQGXVWULDO SLSH , SDVWH W
IURQW RSHQLQJ RQ WKH F\OLQ
RIWHQ GR WKLV HDUO\ RQ QRW
IRU D VSHFL¿F DUHD EXW , ¿
SXVK IRUZDUG LQ GH¿QLQJ RW
DV SRVVLEOH

, FRQWLQXH WR GUDZ LQWR W
SUHVHUYLQJ DUHDV RI EODQN
FRPSOLPHQW WKH DUHDV ZLW
GHWDLO DQG Fig.08 V\ QHV´DV\ V


05

06

07

08

WR PDNH VXUH , DP NHHSLQJ LQ PLQG WKH SXUS
VWRU\ 6R DW WKLV SRLQW , DGG DQG GH¿QH D
SULVRQHU FRPSDUWPHQW DW WKH ERWWRP RI W
FDJH ZKLFK VXUURXQGV WKH SULVRQHU FRPSDU
WKH GDQJHURXV QDWXUH RI WKH FKDUDFWHUV

$W WKLV SRLQW , DP DGMXVWLQJ WKH YDOXHV
WKH\ DUHQ¶W WRR GDUN DQG WKH Fig.09 NLQJ DOWKR F
IRFXV RQ WKH HQJLQH DUHD 7KH WZR GLVWLQF

Chapter 05

09

VDQGZLFKHG RQ WRS RI HDFK RWKHU VSRUHW WUDLLQWDQHG WRRUHFRQ RUHDSLQDZGWKH PNJURXQG ÀH
FOXPV\ VR, SDLQW RXW WKH WKH SHUXVLQJVHHG VLPSOLW WKH ZLQJ ILHSOD D VHQVH RI PRWL
WKH PHFKDQLFV RI WKH XSSHU OZLQJ EDWRZÀLFK \HYHQ IRU P\ ¿FWLRQDO GHVLJQ VR,
QRZ YLVLEOH LQFRUSRUDWH VRPH KHDY\ VWUXWV¿QKDWH DQFKRUV WKH WLRQ Z
WR WKH PDLQ IXVHODJH DQG VXSSRUW WKH WRS WKH HDUW 'LUHFW
, DOVR IHHO DW WKLV SRLQW WKDW WKH QRVH RI WKH VWDNHKROGHUV RQ WKH SURMHF
IXVHODJH LV D OLWWOH WRR RUJDQLF IRU P\ FOXQN\ VLGH WRS DQG ERWWRP HOHYDW
VSDFHVKLS GHVLJQ VR, VKDYH LW GRZQ WR D IODW HQG DQG IRUP PRGHOHUV
EH PRUH ER[\ WKHQ DGG D JODVV FDQRS\ ZKROH YHKLFOH DQG VFDOH WR FRQYH\ ORFDWLRQ
WKH FRFNSLW WKDW LV PRUH UHPRYH WKH VRQG FRQWLQXH WR DSSURYH RYHUDOO SRUW

10

LQ D G\QDPLF \HW GHVFULSWLYH ZD\ WKDW DOORZV HYHU\RQH WR JHW WKH IHHO RI WKH SRWHQWLDO ¿QDO GHVLJQ

Craig Sellars

)RU PRUH IURP WKLV DUWLVW YLVLW KWWS ZZZ JUHHQVRFNVDUW FRP 2U FRQWDFW WKHP DW VHOODUVDUW#KRWPDLO FR

C.SELLARS

Chapter 06

KXH RI WKH VN\ DQG HQYLURQ
SDLQW LQWR WKH JURXQG FU
VKDSHV WR ERWK DGG LQWHU
SHUVSHFWLYH %HKLQG WKH V
LPSO\ WKH URFN\ VXUIDFH RI
¿QG WKDW ZKHQ GHVLJQLQJ D
HYHQ D FKDUDFWHU SRUWUD\
VLPXODWHG ORFDWLRQ LV YHU
SHRSOH YLVXDOL]H KRZ WKH ¿
ZKHQ HYEU\WKLQJ LV SXW WR

07

$W WKLV SRLQW , WXUQ P\ DW
YHKLFOH DQG VWDUW WR HVW
VXUIDFH :KLOH , ZDQW WR L
YHKLFOH DV D ZKROH , DOVR
RI LQWHUHVW LQ WKH LOOXVWUD
HQG RI WKH YHKLFOH FDWFKLQ
ZKLOH , OHW WKH OHW WKH UH
VKDGRZ ZKHUH PRVW RI LWV
IURP UHÀHFWHG OLJKW WR EH
GHWDLOV DUH UH¿QHG DW WKL
IHDWXUHV DQG WKH HTXLSPH
RI WKH YHKLFOH

Fig.07

, PRYH WR WKH ZKHHOV DGGLQ
$OO WKDW FRXQWV LV WKH ID
, FRQWLQXH WR WZHDN WKH R
DGGLQJ VRPH ZDUPWK WR WKH
ZHDWKHULQJ DUHD WKHQ DGG GHWDLOV VXFK

Fig.08

08

&RQVLGHULQJ DJDLQ WKH SXUSRVH RI WKH YHKLFOH , DGG WKUHH OLJKW VWULSV DORQJ WKH VLGH ZKLFK DUH XVHG IRU LOOXPLQDWLQJ WKH GLP ODQGVFDSH ZKHQ LQ VHDUFK RI PLVVLQJ SULVRQHUV

7KH LPDJH LV QRZ QHDULQJ FRPSOHWLRQ EXW EHFDXVH , DOZD\V OLNH WU\LQJ WR LQFRUSRUDWH D OLWWOH QDUUDWLYH WR DQ LPDJH , DP XQDEOH WR UHVLVW DGGLQJ D FRXSOH RI FKDUDFWHUV LQ WKH IRUHJURXQG GRLQJ VFL ¿ VWXII RQ WKH VXUIDFH ZKLOH WKHLU SDVV RQ WKH YHKLFOH VWDQG ZDWFK , WKHQ GR RQH ODVW SDVV DW WKH YDOXHV WZHDNLQJ WKH OHYHOV WR PDNH VXUH HYHU\WKLQJ LV KRZ , ZDQW LW DQG WKH ¿QDO LPDJH LV FRPSOHWHG DQG UHDG\ IRU UHYLHZ

Craig Sellars

)RU PRUH IURP WKLV DUWLVW YLVLW

KWWS ZZZ JUHHQVRFNVDUW FRP

2U FRQWDFW WKHP DW

VHOODUVDUW#KRWPDLO FR

C. SELLARS

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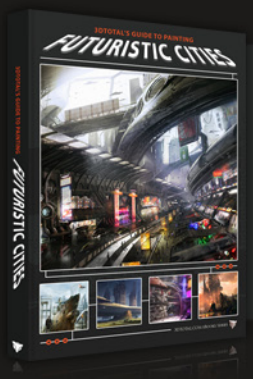

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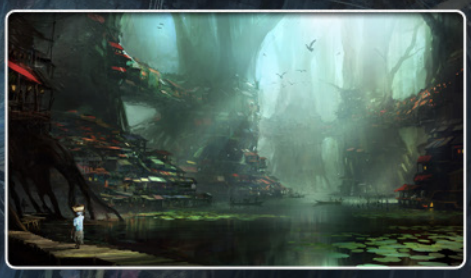

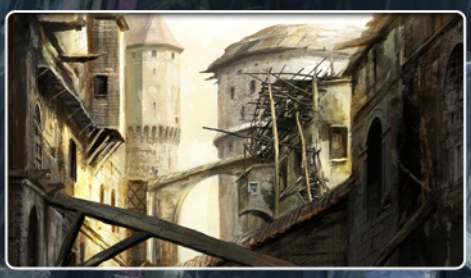

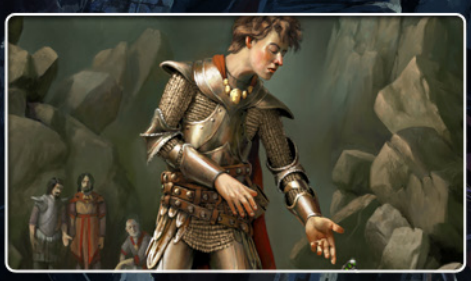

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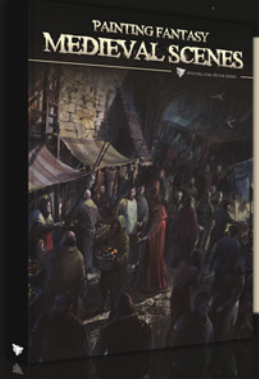

This eBook series will be split over six separate chapters, all sharing the common theme of a fantasy inspired medieval scene. Each will be undertaken by a different artist and draw upon a wealth of experience and skills perfected over years of industry practice. The authors will discuss their approach to digital /concept painting, the tools and brushes they employ and treat us to a valuable look into their artistic process. The six installments will cover a different environment each chapter based upon the medieval theme and encompass a multitude of professional tips and techniques.

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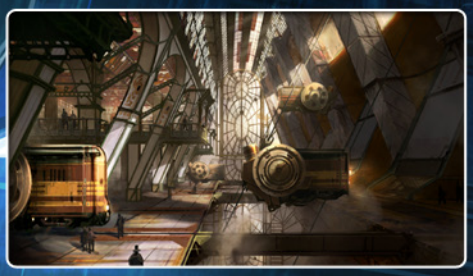

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CREATING A DIGITAL PAINTING FROM A 3D STARTING POINT

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This eBook tutorial series will revolve around the use of 3d as a starting point for digital painting. In particular we will explore the value of Google SketchUp, a free program enabling users to quickly build 3d environments using a set of intuitive tools.

As a 3d package SketchUp is easy to learn and does not require hours of training and as an artist wishing to draw complicated scenes, this approach can prove a valuable starting point for producing a template on which to paint over.

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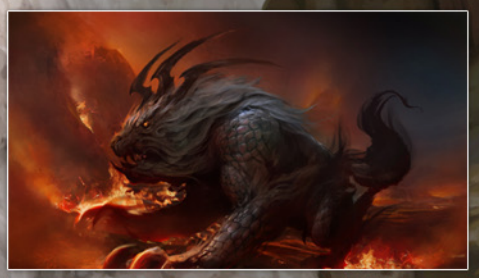

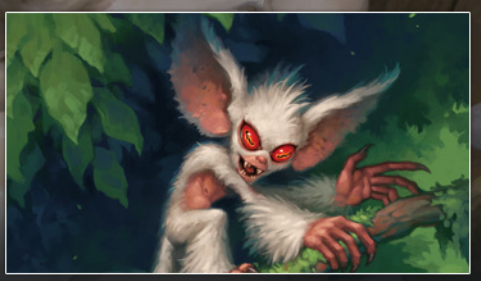

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BESTIARY

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Digital Painting Downloadable Tutorial eBook

This mammoth 161 page eBook is an extremely detailed exploration of the techniques and design approaches behind creating epic and lavish digital artwork relating to the theme of Space and Science Fiction.The series is divided into three main categories; Planets & Starfields, Transport and Environments and spans across 12 in depth chapters in total. The tutorials on offer cover a multitude of techniques and useful tips and tricks to painting all aspects of space and deals with the tools in Photoshop used to create such effects.

Tutorial by: C M Wong | Platform: Photoshop | Format: DOWNLOAD ONLY PDF | Pages: 161

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In the second volume of our Custom Brushes eBook series, we have asked six industry professionals, from the likes of Carlos Cabrera, Nykolai Aleksander and Roberto F. Castro to show us the techniques that they use to produce custom brushes. Spread over 48 pages and split into 6 chapters, we cover topics such as Fabrics & Lace, Leaves & Tree to Rock/Metal and Stone. Our artist will show you the importance RIL RRIEL PDVVRDVREVIRPWRNRLRVMFWPDWW□ .

Also Available in this series Custom Brushes V1

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